



## USER MANUAL

# **Flick 1.1**

## **Multifunction Camera with OCR Reader**

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# issist

AND



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## INTRODUCTION

Flick is the next-generation of multifunction distance and near camera devices that allow the user to operate this fully motorized camera from a touch screen, keyboard or with a mouse. The user is immersed in the image at both distance or near viewing, on a tablet, laptop or desktop and can control all functions from within that view without the distraction of manual camera manipulation

Flick has many special features:

- **Portability:** Weighs only 1.65kg (3.5 lbs)
- **Minimal assembly:** Two components slot together using high contrast parts. A USB cable connects to your computer.
- **Auto Focus camera:** both distance and near viewing with settings saved.
- **Excellent low light capabilities:** Excels in dark environments such as lecture halls.
- **Customization:** The Color, Contrast, Brightness and many other settings can be customized to fit your personal needs.
- **Compatibility:** Compatible with Windows and Macintosh (coming Summer 2012) operating systems.
- **Interactive OCR Capabilities:** Can read and store a page of text.
- **Built-in Battery:** operates approx. 8 hours on battery and will not draw power from your tablet or PC.
- **iZoom:** Shipped with iZoom magnifier and reader software to use if required
- **2 year warranty**

## CONTENTS

Please unpack the product on arrival and confirm that all components are present as described below:

Flick Camera Module

Flick Baseplate

Flick Charger 9v. 2A

County-specific Power Cable

USB Connect Cable

Flick User Manual with Calibration Page

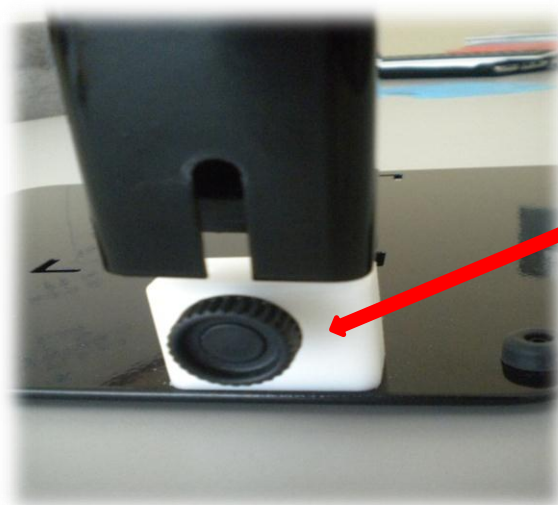
Flick Software CD

Padded Carry Case

## FLICK ASSEMBLY

Remove Flick camera and Baseplate from the carry case.

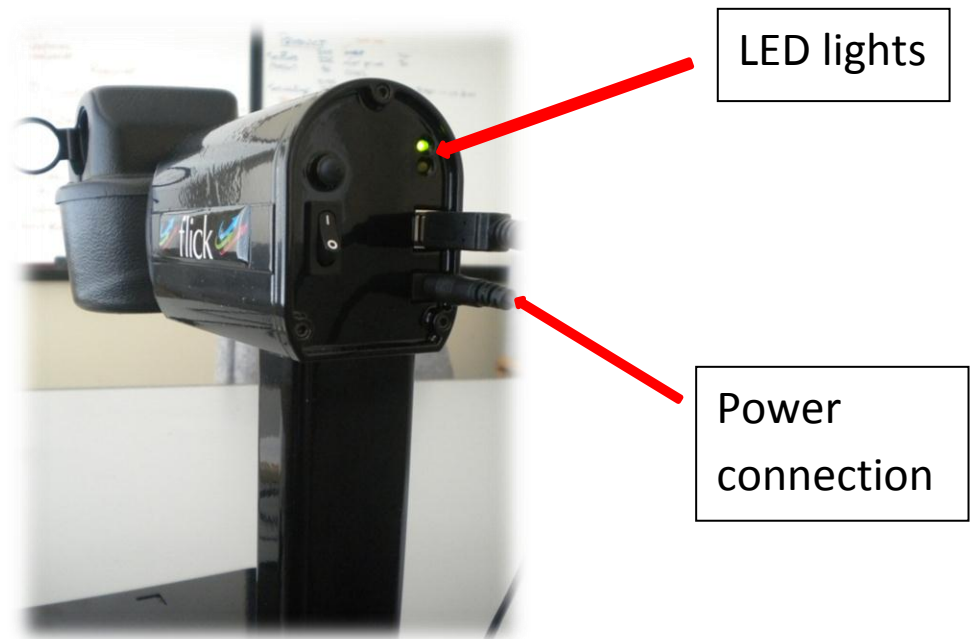
- Mount the camera arm to the baseplate as shown in the diagram.
- Tighten the locking screw.



Locking  
Screw

## FLICK BATTERY CARE

Plug in Flick charger as shown – power connection



**NOTE:** Please **ONLY** use the Flick charger provided with your unit

- Charge Flick before initial use
- Orange LED is **LIT** during charging
- Orange LED is **OUT** when battery is fully charged
- Flick will operate approximately 8 hours before re-charging is required
- A full charge will require approx. 8 hours
- Flick can be used while charging
- Flick automatically regulates battery charging, so over-charging is not an issue.

### **Important Reminder!**

Your Flick camera is designed to move using motor drives when the camera is ON. Only move the camera manually when the unit is turned OFF.

## SYSTEM REQUIREMENTS

The system requirements for Flick are:

	Minimum	Optimal
CPU	1.6 GHz Dual Core	2.4 GHz Dual Core
Memory	1 GB	2 GB
Disk Space	690 MB	
Video Card	N/A	
USB Port	USB 2.0 *REQUIRED	
Operating System	Windows XP/Vista/7	

## FLICK CAMERA SET-UP

Plug in USB cable and connect to laptop, tablet or desktop computer



## FLICK SOFTWARE INSTALL

Insert Flick software CD. The files will self-extract and commence the installation. On completion of the install a Flick icon will be placed on your desktop and in the START MENU. Here are the steps to guide you through the installation process. If your

computer does not have a CD drive, you will need to copy files from the CD to a flash drive for installation.

- Warning message appears “Do you want to allow the following program from an unknown publisher to make changes to your computer”- Flick setup.exe. Select “YES”
- Assist License Agreement dialog box appears. Select “I Agree”
- Dialog box “Choose Components” appears with all items highlighted by default. Select “Next”
- Dialog box “choose Install Location” appears. Select default or Browse for preferred location. Select “Install” and files will unzip and begin installing. This step takes about 7 minutes depending on the speed of your computer.
- Dialog box “Microsoft .NET Framework 4 Maintenance” appears. Default is “Repair”. Select “Next”.
- Dialog box “Please wait while .Net Framework is being installed”. This step may take up to 20 minutes if .Net Framework has never been installed, but only a minute or two if it is just being updated.
- Dialog box “Repair is Complete”. Click “Finish”
- Dialog box “You must restart your computer Now or Later”. Select “Later”. This will allow you to exit from the install once the installation is complete. Please wait a few minutes before launching your Flick camera software to ensure time for drivers to complete loading.
- The installer will have placed a Flick icon on the desktop and in the START MENU.
- Turn Flick power switch ON – green LED light is now ON. Please wait a few minutes to ensure that
- Double click the Flick icon to start Flick.



## FIRST TIME FLICK IS CONNECTED

- When Flick is first connected to a new computer, you will be prompted to enter the SOFTWARE Serial Number. This number is printed on the back of your software CD case and on the front of the Quick Start Manual. Once the serial number is entered, the software will launch.
- This step will only be required when you initially connect Flick to your pc and when connecting to a different PC.

## CALIBRATION

The Flick calibration is set at the factory and will not normally need to be changed. However if a new version of the software is installed the camera may need to be re-calibrated. The calibration basically positions the camera to the center of the reading page to obtain full page reading. The following process describes how to reset the calibration if needed.

- Open MAIN MENU (see MENU SECTION for details)
- Select SUPPORT > CALIBRATION > CALIBRATION “ON”
- Press BACK to image and note there is a red + in the centre of the screen
- Take the Flick Calibration sheet found with the User Manual and align in the centre of the Flick baseplate
- Move the black X using the keyboard arrows, mouse or touchscreen so it aligns with the red + on the screen.
- Press CTRL + SHIFT + F9 on the keyboard. Verify message “Calibration Set” appears on the display.
- Return to MAIN MENU
- Select SUPPORT > CALIBRATION > CALIBRATION “OFF”
- Press BACK to return to image.
- Camera will now be able to sweep the entire page.

## TO SHUT DOWN FLICK

- Close Flick software: Select Menu > Close Flick > OK.  
Flick will “park” the camera and close the lens. All other applications will still be running.
- Turn “OFF” the Flick camera
- Unplug Flick camera USB cable from the computer and pack in carry case

If the Camera is powered “OFF” for any reason with the Lens still OPEN the lens can be closed as follows.

- Gently rotate the camera to the down (reading) position
- Switch the camera ON and let the lens close automatically.
- Switch the camera OFF and pack the camera in carry case.

It is important that you do not attempt to close the lens manually or force the motor drives to extreme camera positions. This can cause damage to the camera mechanisms requiring return of the camera for service. Any resulting damage is not covered by the warranty.

## BASIC OPERATIONS

### ZOOM IN AND OUT

Flick provides magnification levels of approx. 40 x. Depending on the display, text can be viewed at up to 80x.

	Zoom In	Zoom Out
<b>Mouse</b>	Right-click + Scroll up	Right-click + Scroll down
<b>Touchscreen</b>	2-Finger reverse pinch	2-Finger pinch
<b>Keyboard</b>	Press “+”	Press “-”

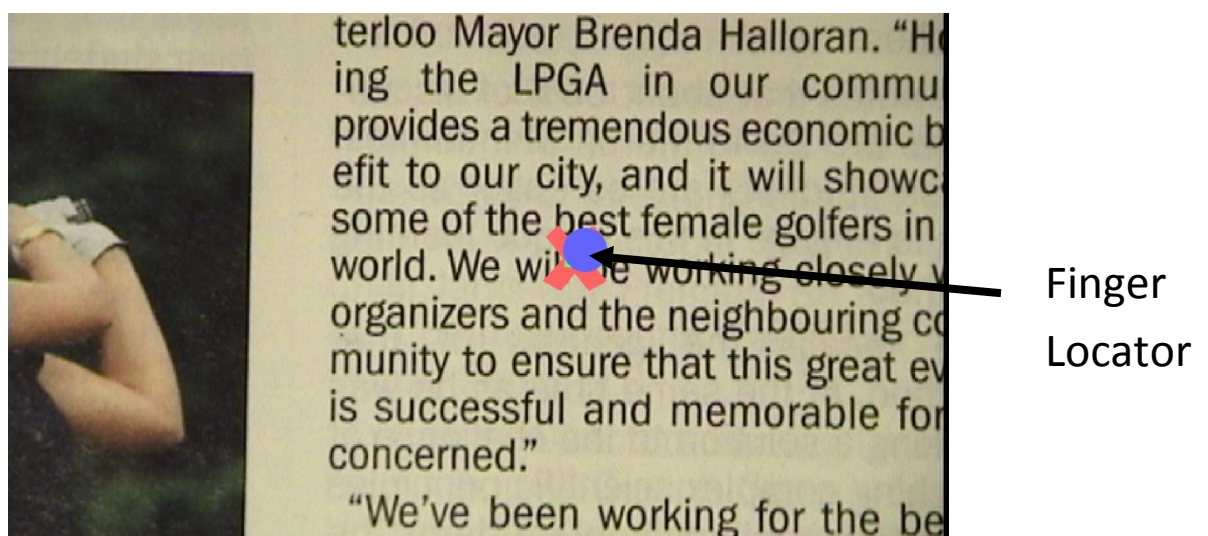
## PAN AND SCROLL IMAGE

Pan and Scroll allows the user to scroll up/down/left/right to the full extent of the range of motion of the camera. This can be achieved by “pushing” the mouse to the extreme edge of the display in the desired direction. The following keyboard and touch commands can also be used.

	Scroll Up/Down	Pan Left/Right	Jump Back to Starting
<b>Mouse</b>	Mouse wheel up/down	Mouse wheel left/right	Tap Mouse wheel left
<b>Touchscreen</b>	Finger drag up/down	Finger drag left/right	Not available
<b>Keyboard</b>	Num key 8/2	Num key 4/6	Num key 5

## PAN IMAGE FOR READING

For quick and easy reading, use Flick’s screen panning feature described above using the numeric keypad. This allows the user to move the camera along a line of text and quickly return to the line start position to read the next line.



Panning Using Touch



Panning Using Mouse

	Pan Up/Down	Pan Left/Right
<b>Mouse</b>	Left-click drag up/down	Left-click drag left/right
<b>Touchscreen</b>	Finger drag up/down	Finger drag left/right
<b>Keyboard</b>	Arrow key up/down	Arrow key left/right

## TEXT READING

Although Flick can be used for manually reading magnified text images it can also be used for OCR text reading. The following describes how to read text placed on the Flick table (Camera Down). Note that Flick will not read text viewed in distance mode (Camera UP).

Reading manually can be accomplished using pan and scroll controls (see Table of Contents for page number). There is a fast way to read using the numeric keypad by positioning the text at the start of the line with the “4” key and using the “6” key to

move to the end of the line of text. Pressing the "5" key will bring the camera back to the start of the line. This can significantly reduce the effort to move from line to line.

## **USING OCR TO READ**

Flick will read aloud the text that is displayed on screen. It will commence reading at any selected point by double clicking at the start point. The camera will scan the text and reading will commence after 10-20 seconds. For ease of viewing it is best to start the reading at the beginning of the page or the beginning of a paragraph. If viewing an item that is smaller than a full page it is best to place a clean piece of white paper under the item to be read. That avoids the reader attempting to read material under the item to be read.

## **FLICK MENUS**

There are 3 menus provided, the MAIN MENU is located on the left of the screen and provides access to all the customization features in the camera. The MINI MENU is located on the right of the screen and provides quick access to the operational features. There is an additional READ MENU that will appear on the right of the screen once OCR Reading has been selected.

The Main and Mini Menus can be accessed by selecting the top right or top left of the screen with mouse, touchscreen, and by pressing M or U on the keyboard.

## MENU NAVIGATION

Flick has 3 methods to navigate the Menus.

**Mouse**

**Keyboard**

**Touch Screen**

## MOVE UP/DOWN IN MENUS

The inputs are:

### Moving Up/Down

<b>Mouse</b>	Rotate Mouse wheel to move up/down
<b>Touchscreen</b>	Finger drag up/down on touch screen
<b>Keyboard</b>	Press up/down arrow keys

## ENTER/LEAVE SUBMENUS

To enter/leave submenus the inputs are:

Enter Submenu		Leave Submenu
<b>Mouse</b>	Left-click	Left-click "Back" button
<b>Touchscreen</b>	Finger tap	Finger tap "Back" button
<b>Keyboard</b>	Press "Enter"	Press "Backspace"

## SELECT MENU OPTION

To select menu options the inputs are:

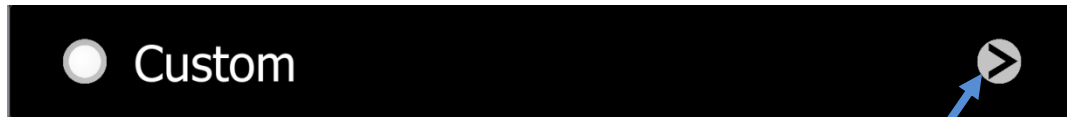
### Select Option

<b>Mouse</b>	Left-click
<b>Touchscreen</b>	Finger tap
<b>Keyboard</b>	Press "Enter"

## USING MENUS

### MENU SYMBOLS

#### Right Arrow



Right Arrow

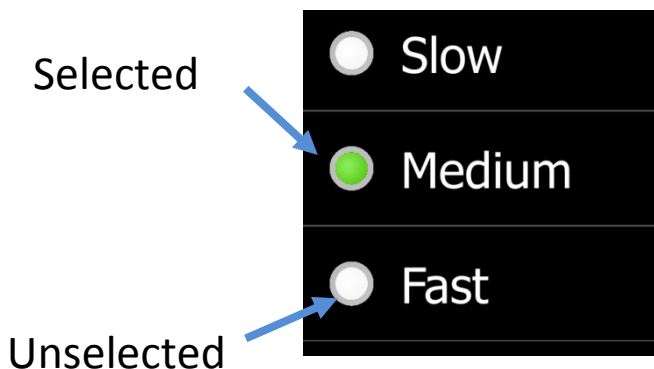


**Right Arrow Symbol:** Indicates there is a second menu when selected.

---

### MENU RADIO BUTTONS

Options can be changed by selecting a radio button. Only 1 option can be selected at a time.

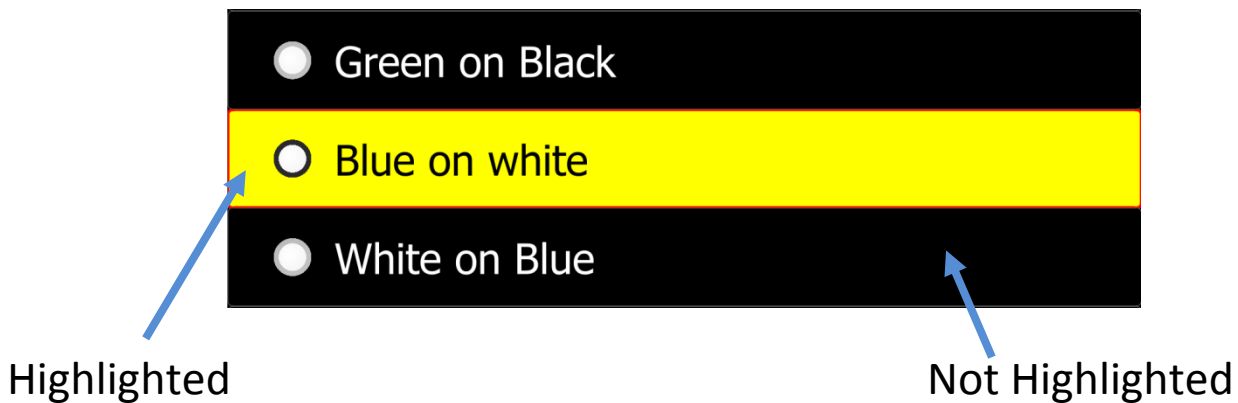


**Selected:** Indicates that this option is currently selected.



**Unselected:** Indicates that this option is not currently selected.

## HIGHLIGHTED OPTION

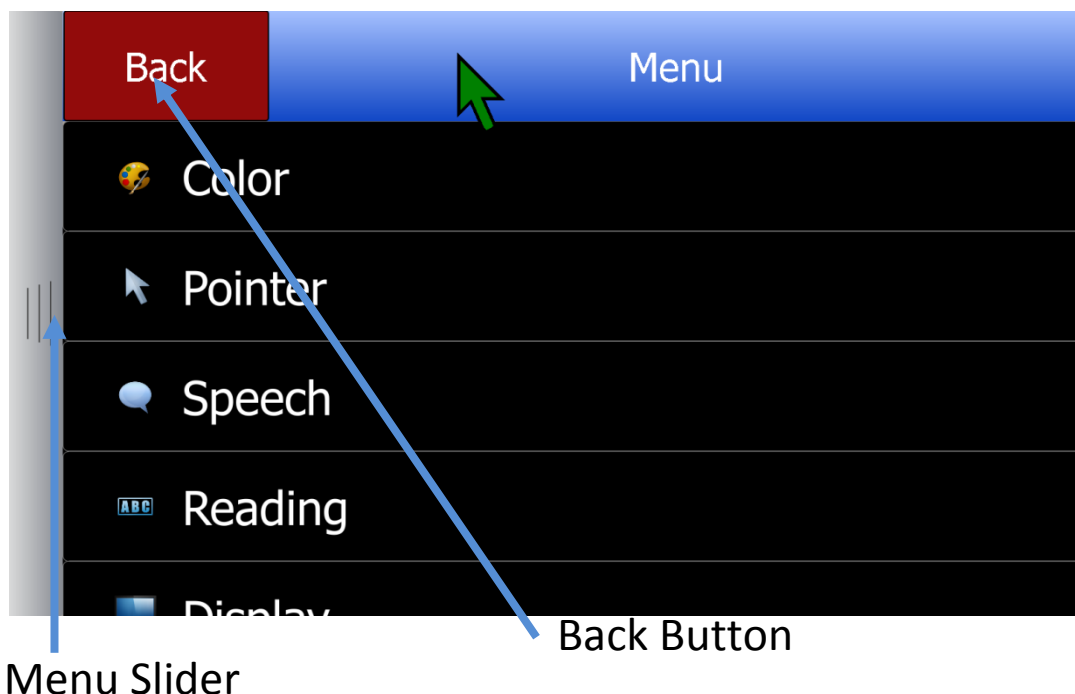


**Highlighted Option:** Indicates that this option can be interacted with.

**Not Highlighted Option:** Indicates that this option cannot be interacted with.

## MENU BUTTONS

Flick main menu bar has 2 buttons and 9 menu options:



## MENU SLIDER

Slides the Menu to the right as shown in Figure 1. This feature is used to preview changes made in the menus.



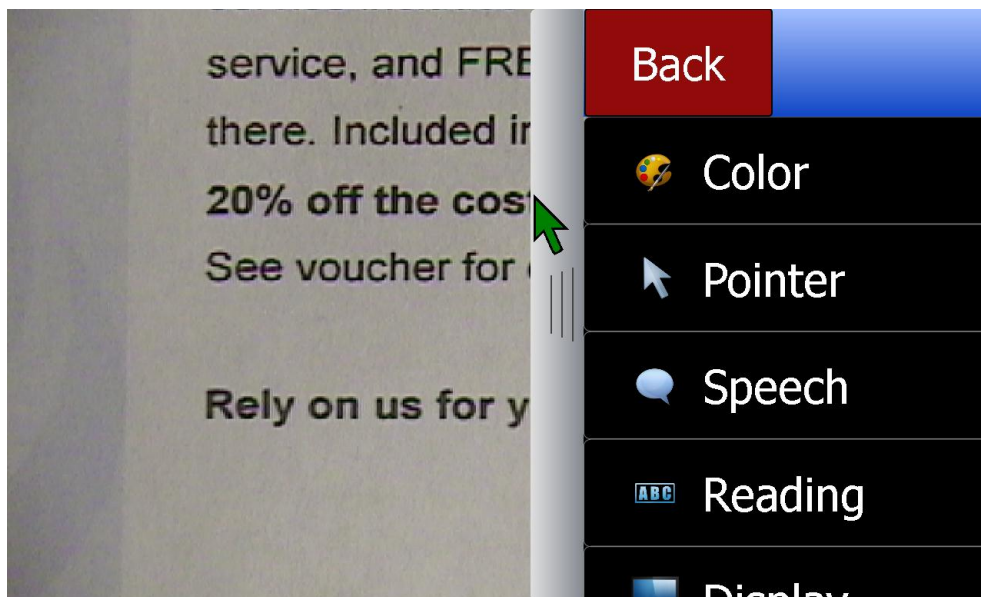


Figure 1

### Slide Menu

<b>Mouse</b>	Left-click + drag right
<b>Touchscreen</b>	Finger drag right
<b>Keyboard</b>	Press "T"

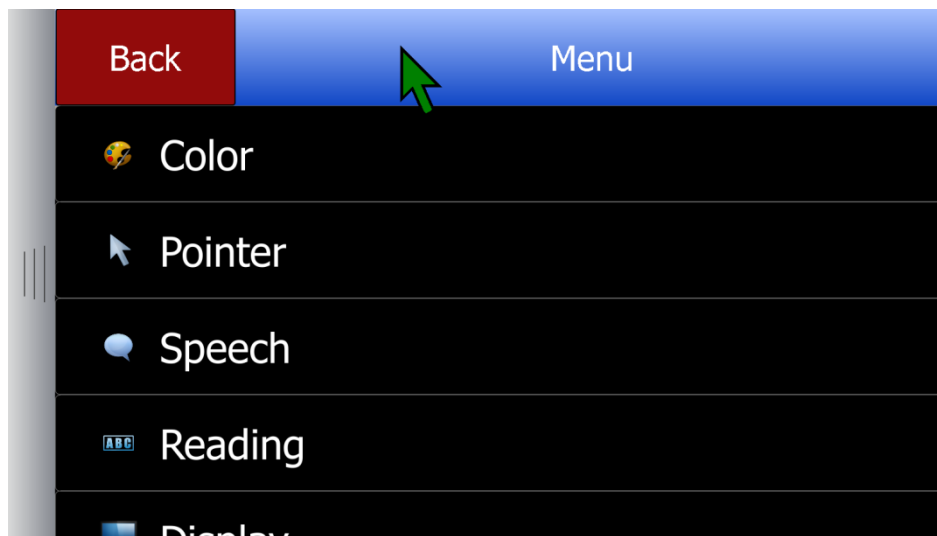
## BACK BUTTON

Allows the user to go back to the previous screen.

## MAIN MENU

### SHOW/HIDE MAIN MENU

Flick allows you to show/hide the Main Menu using the Keyboard, Mouse, or Touch screen.



## MAIN MENU

	Show Main Menu	Hide Main Menu
<b>Mouse</b>	Left-click top left corner	Left-click “Back” button
<b>Touchscreen</b>	Finger tap top left corner	Finger tap “Back” button
<b>Keyboard</b>	Press “M”	Press “Esc”

## COLOR

Color has 6 options that can be selected:



**Original:** Normal color and contrast settings.

**Medium Contrast:** Color contrast boost for improved visibility.

**High contrast:** Maximum color contrast for optimal viewing.

**Invert:** Image is reversed video, white on black.

**Greyscale:** Converts colors on screen to black, white, and different shades of gray.

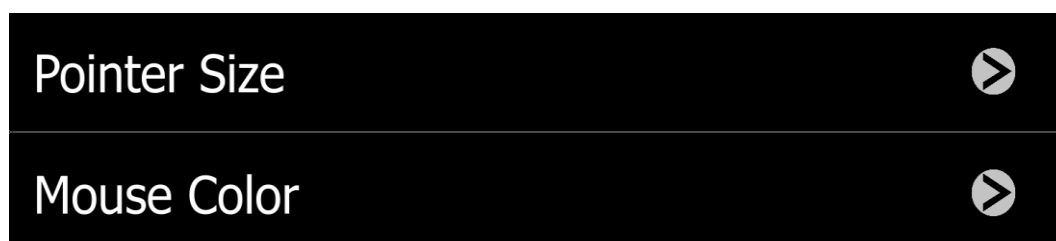
**Custom:** Custom has 10 customized color combinations that can be selected to suit the user's preference.

OPTION	TEXT COLOR	BACKGROUND COLOR
Black on White	Black	White
White on Black	White	Black
Black on Amber	Black	Amber
Amber on Black	Amber	Black
Blue on White	Blue	White
White on Blue	White	Blue
Black on Green	Black	Green
Yellow on Blue	Yellow	Blue
Blue on Yellow	Blue	Yellow

By selecting your color preference in the Main Menu enables the Mini Menu to access this setting quickly.

## POINTER

Pointer has 2 options:



**Pointer Size:** Pointer Size changes the size of the mouse pointer.

Pointer size has 3 options:

**Small**

**Medium**

**Large**

*[ATTENTION: Mouse Pointer Size will also increase/decrease when zooming in/out]*

**Mouse Color:** Mouse color changes the color of the mouse pointer. There are 7 mouse colors:

**White**

**Black**

**Red**

**Green**

**Blue**

**Purple**

**Cyan**

## **SPEECH**

Speech has 3 options:

Volume	>
Speed	>
Voice	>

**Speech Volume:** Speech Volume changes the volume of the reader. There are 3 Speech Volume options:

**Soft**

**Medium**

**Loud**

**Speech Speed:** Speech Speed changes the speed the text is read. There are 3 Speech Speed options:

Slow  
Medium  
Fast

**Speech Voice:** Speech Voice changes the voice of the reader.  
There is 1 voice option available:  
**Ivona/Kendra**

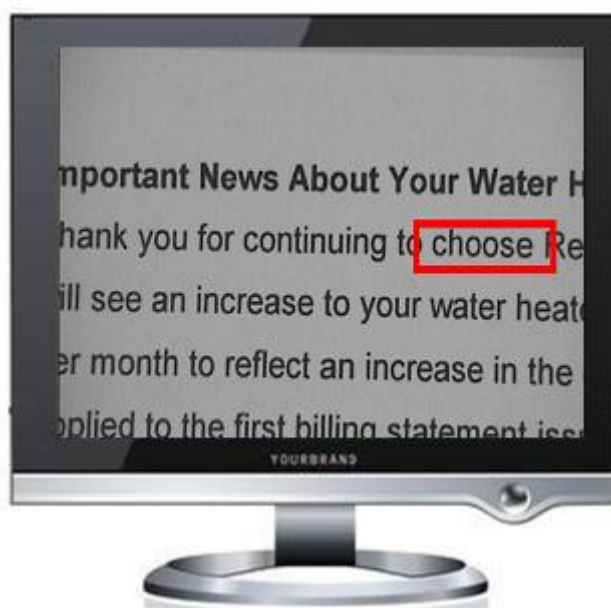
## READING

Reading has 3 options:

Reading Mode	>
Reformat Options	>
Real Image Options	>

**Reading Mode:** Reading Mode changes the way Flick reads text.  
There are 2 Reading Modes.

**Real Image**



**Real Image Mode**

## Real Image Options

**Highlighter Color:** Highlighter Color changes the highlighted color surrounding the text. There are 7 Highlighter Color options:

**Black**

**White**

**Green**

**Blue**

**Yellow**

**Cyan**

## Reformatted Text



## Reformatted Text Mode

## Reformat Options

Background Color	>
Text Color	>
Text Size	>

**Background Color:** Selects the background color in Reformatted Reading mode. There are 7 Background Color options:

**White**

**Black**

**Red**

**Green**

**Blue**

**Purple**

**Cyan**

**Text Color:** Text Color changes the text color in Reformatted Reading mode. There are 7 Text Color options:

**White**

**Black**

**Red**

**Green**

**Blue**

**Purple**

**Cyan**

**Text Size:** Text Size changes the text size in Reformatted Reading mode. There are 3 Text Size options:

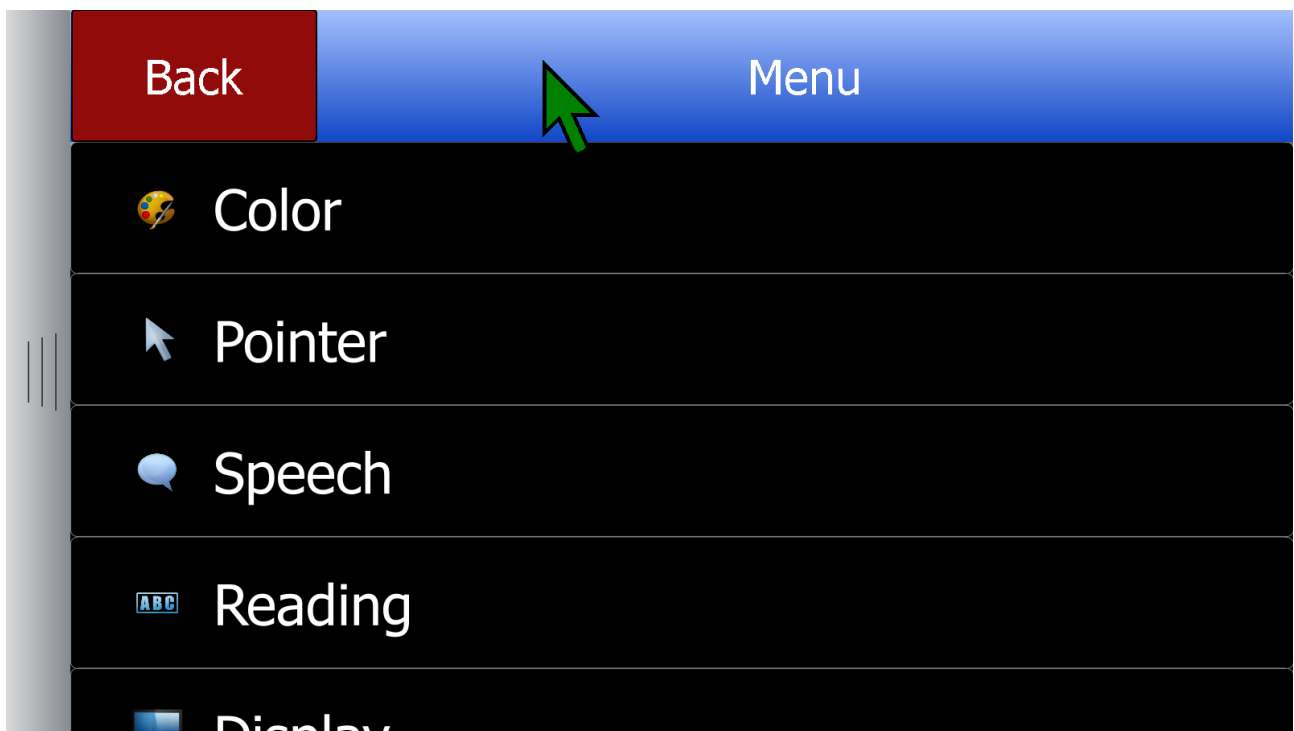
**Small**

**Medium**

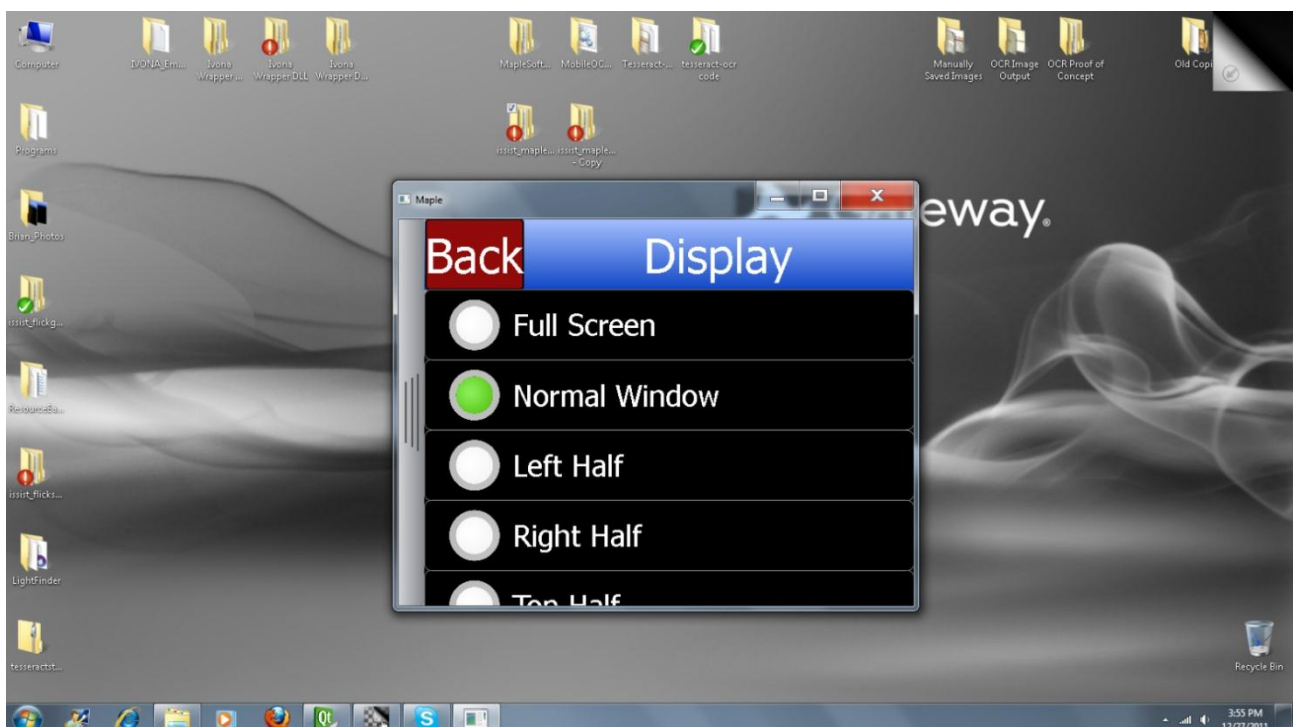
**Big**

## **DISPLAY**

Changing the Display modifies the size and position of the viewed image. There are 6 Display options that can be selected. It is important to note that the use of mouse control only works the display set to "Full Screen".



**FULL SCREEN**

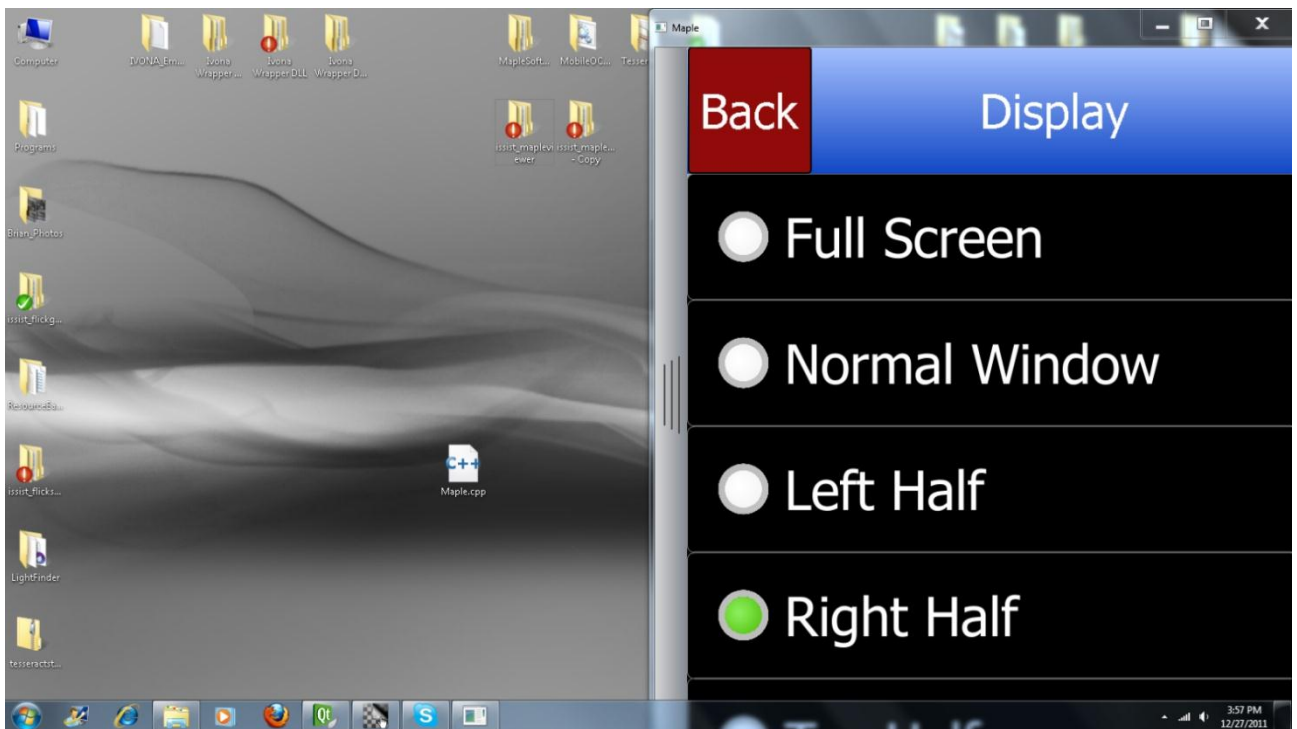


**NORMAL WINDOW**





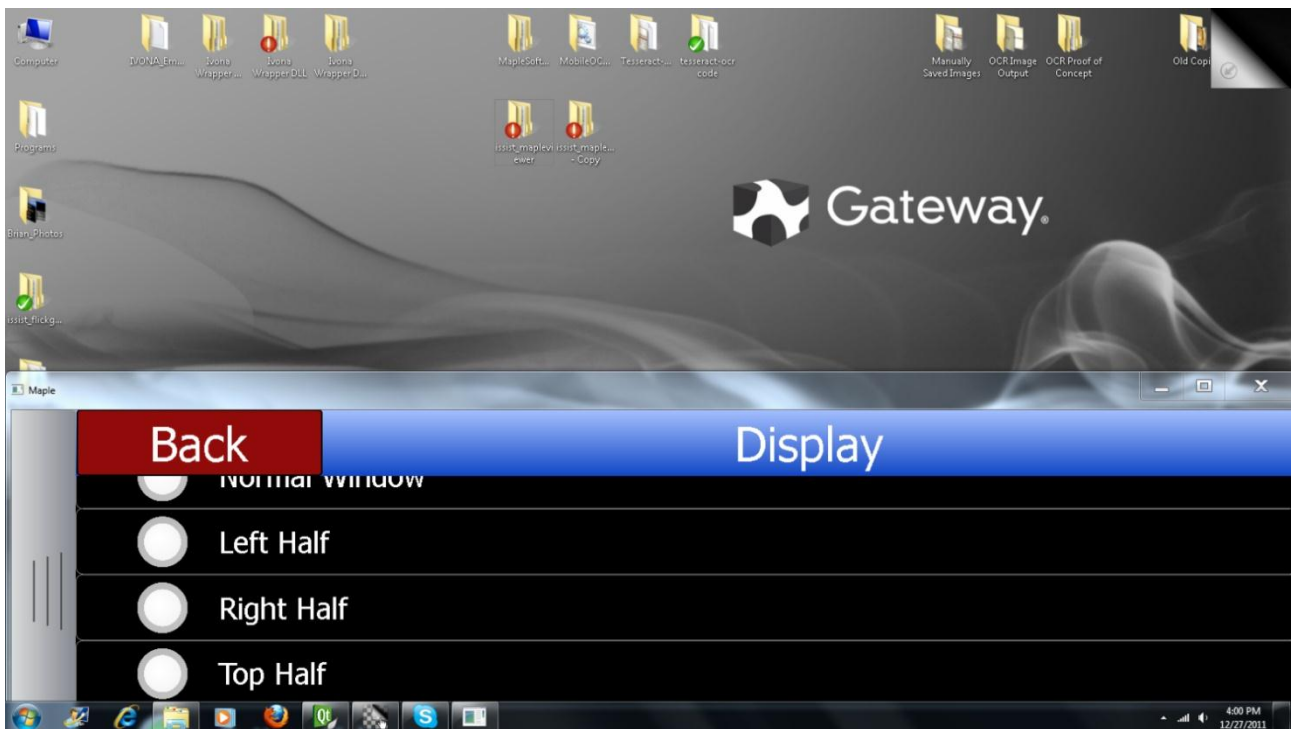
**LEFT HALF**



**RIGHT HALF**



**TOP HALF**



**BOTTOM HALF**

## HOTKEY LIST

Hotkeys (also known as shortcut keys) allow the Flick camera to be controlled through the keyboard. Flick uses the following Hotkeys shown in Figure 3 by default. Hotkeys can be reset to any preferred key by changing the identified key in the menu. Use just the Keyboard or use both the Keyboard and Mouse to highlight and re assign keys.

### Changing Hotkeys:

#### Keyboard

Enter > Press any key to assign key.

#### Keyboard & Mouse

Left Click > Press any key to assign key.

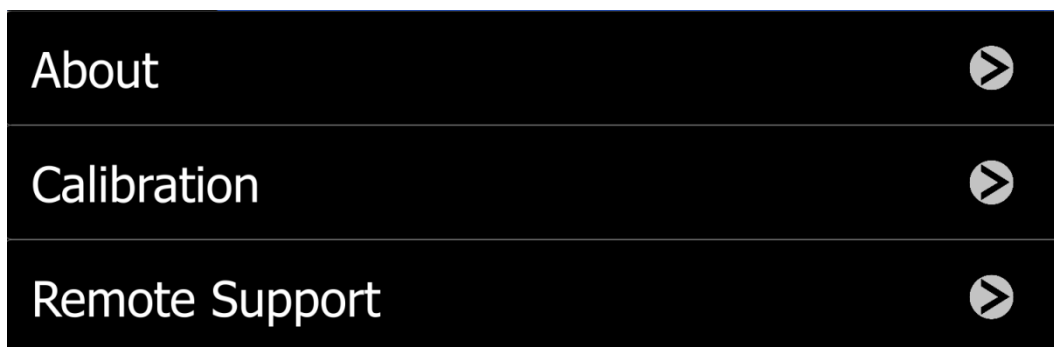
### Default Hot Key Settings

Show Main Menu (Left)	M
Zoom In	+
Zoom Out	-
Toggle Color	C
Rotate Video	V
Toggle Camera Position	P
Read Page	R
Save Picture	S
Freeze Image	F
Show Mini Menu (Right)	U

Figure 1

## SUPPORT

Support menu has 3 options:



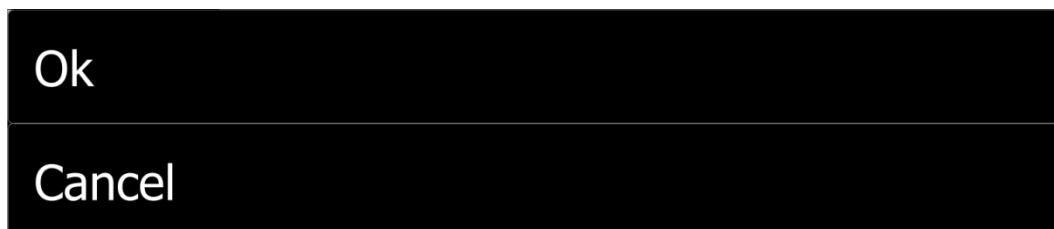
**About:** About shows what Flick software version is being run on the system (i.e. Flick 1.1).

**Calibration:** Calibration is used only to reset the camera after a software update is installed – See section FLICK CAMERA SET UP.

**Remote Support:** Remote Support provides Flick personnel with remote access for technical support.

## CLOSE FLICK

Close Flick shuts down Flick. There are 2 Close Flick options:



**OK:** Closes the program and leaves all other applications running.

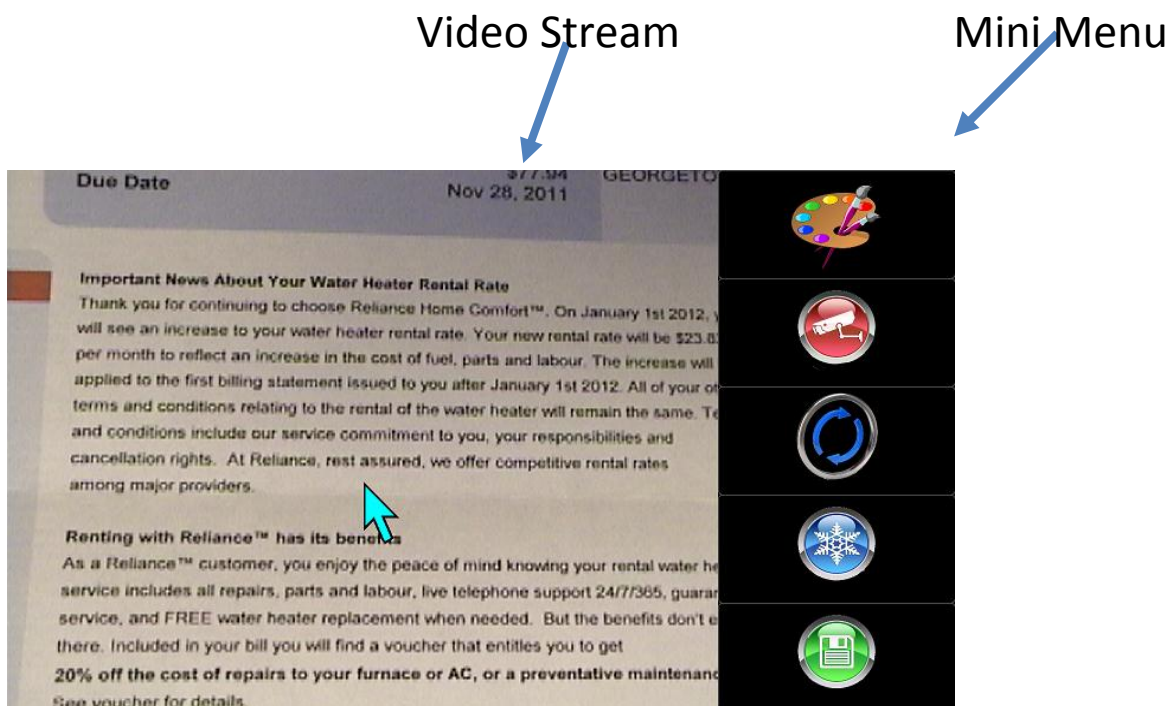
**Cancel:** Brings you back to the Menu.

## MINI MENU

The Mini Menu is a quick action menu that has 5 preloaded shortcuts for easy access to operational settings.

**SHOW/HIDE MINI MENU:** To show/hide the Mini Menu using the Keyboard, Mouse and Touch the inputs are:

	Show Mini Menu	Hide Mini Menu
Mouse	Left-click top right corner	Left-click anywhere outside mini menu
Touchscreen	Finger tap top right corner	Finger tap anywhere outside mini menu
Keyboard	Press "U"	Press "U"



## Mini Menu



**Toggle Color:** Toggles colors between 6 preloaded Color Settings – **Original video**, **Medium Contrast**, **High Contrast**, **Invert**, **Greyscale**, and **Custom Color**.



**Toggle Camera:** Toggles between 2 camera positions: **Tilt Up** and **Tilt Down**.



**Rotate Video:** Rotates the video displayed onscreen by 180 degrees.



**Freeze Frame:** Freezes the current image displayed on screen.



**Save Pictures:** Saves the current image displayed onscreen to your hard drive.

---

## TOGGLE COLOR

Toggle Color switches between 5 preloaded viewing settings:

**Original:** Normal color and contrast settings.

**Medium contrast:** Moderate contrast image enhancement.

**High Contrast:** Maximum contrast image enhancement.

**Invert:** Colors on the screen are inverted.

**Greyscale:** Converts colors on screen to black, white, and different shades of gray.

**Custom:** Selects one of the preconfigured color options that are set in the Main Menu.

---

### **Toggle Color**

<b>Mouse</b>	Show “Mini Menu” > Left-click “Toggle Color” icon
<b>Touchscreen</b>	Show “Mini Menu” > Finger tap “Toggle Color” icon
<b>Keyboard</b>	Press “T”

## **TOGGLE CAMERA POSITION**

---

### **Toggle Camera**

<b>Mouse</b>	Show “Mini Menu” > Left-click “Toggle Camera”
<b>Touchscreen</b>	Show “Mini Menu” > Finger tap “Toggle Camera”
<b>Keyboard</b>	Press “P”

Flick has 2 camera positions to allow for both distance and near viewing. When switching from distance (camera UP) to near (camera DOWN) Flick retains its last settings for position, magnification, and contrast/color settings. This allows the user a very quick transition in viewing modes by eliminating resetting of the camera.

Tilted Up  
Distance View



Tilted Down  
Reading View



[IMPORTANT] Do not manually adjust the lens. The lens opens/closes automatically depending on the position of the camera.



## ROTATE VIDEO

Rotate Video rotates the video stream displayed onscreen. It is used primarily when reading books where the left hand page is displayed and the book is rotated 180 degrees to read the right hand page. Selecting the “Rotate Video” option reverses all the positioning and reading functions.



Original



Rotated Video

---

### Rotate Video

<b>Mouse</b>	Show “Mini Menu” > Left-click “Rotate Video”
<b>Touchscreen</b>	Show “Mini Menu” > Finger tap “Rotate Video”
<b>Keyboard</b>	Press “V”

## FREEZE FRAME

Freeze frame is selected when an image is required to be stable for viewing even if there is movement in the viewing area. It is especially useful if a “save picture” is to be initiated to ensure there is no unwanted information in the scene.

## SAVE PICTURES

This feature saves an image of whatever is displayed onscreen onto your hard drive in “*my-pictures*”. A Flick directory in “*my-pictures*” is automatically created and the pictures are saved in that directory with a date and time label.

---

Save Pictures	
Mouse	Show “Mini Menu” > Left-click “Save Picture”
Touchscreen	Show “Mini Menu” > Finger tap “Save Picture”
Keyboard	Press “S ”

## READER MENU

The Read Menu is a mini menu displayed on the right of the screen that has 4 preloaded commands for control of the read process. It is used to control reading in both Reformatted and Real Image mode. The menu will automatically appear in Reformatted mode.

**SHOW/HIDE READER MENU [REAL IMAGE MODE]:** This is required to activate any of the reader controls. To show/hide the Reader Menu once real image reading has been initiated the inputs are.

	Show Mini Menu	Hide Mini Menu
Mouse	Left-click top right corner	Left-click anywhere outside Mini Menu
Touchscreen	Finger tap top right corner	Finger tap anywhere outside Mini Menu
Keyboard	Press “U”	Press “U”



**Scroll Up:** Scrolls up the screen to select a new start point for the reader.



**Scroll Down:** Scrolls down the screen to select a new start point for the reader.



**Play/Pause:** Starts or pauses the reader in Reformatted Text Mode.

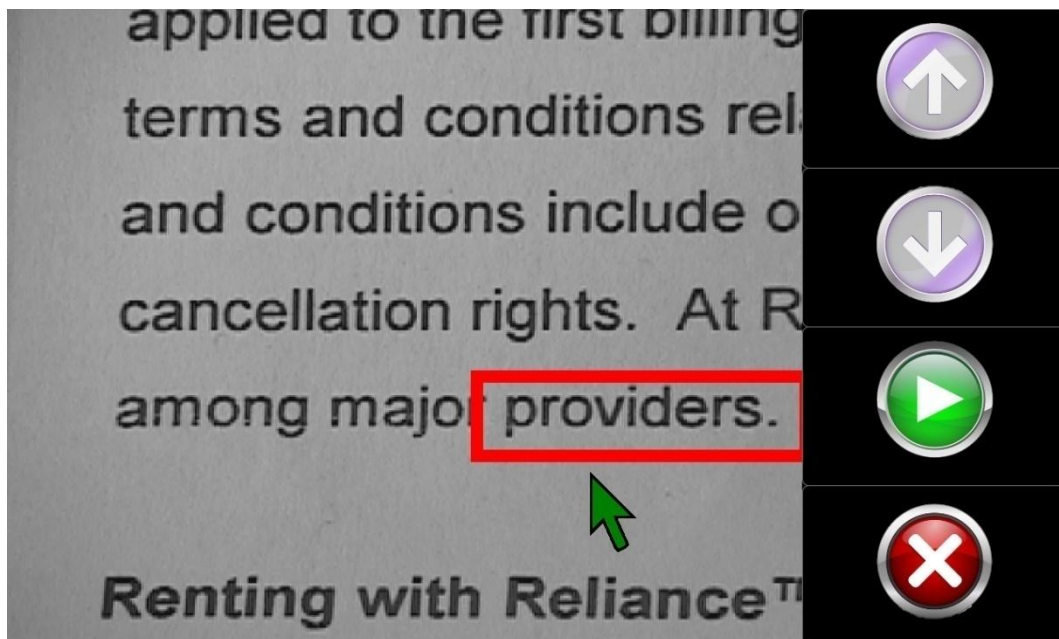


**Play:** Starts the reader in Real Image Mode.  
[**IMPORTANT:** Reader automatically pauses in Real Image Mode when Reader Menu is open.]



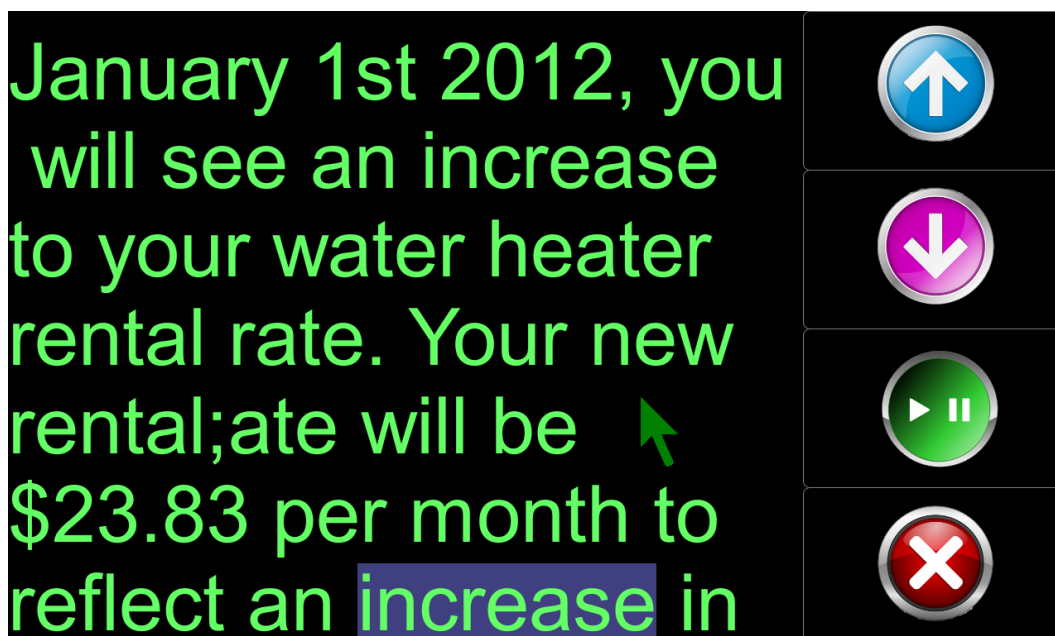
**Exit Reader:** Exits out of the Reader in both Real Image and Reformatted Text Mode.

**REAL IMAGE MODE:** A colored box that surrounds the word being spoken is displayed on the original image as the reading progresses.



Reader Menu in Real Image Mode

**REFORMAT TEXT MODE:** In this mode Flick replaces text on the display with reformatted text and highlights the word being read. The text color, size and background can be adjusted. (see Table of Contents for Page Number).



Reader Menu in Reformatted Text Mode

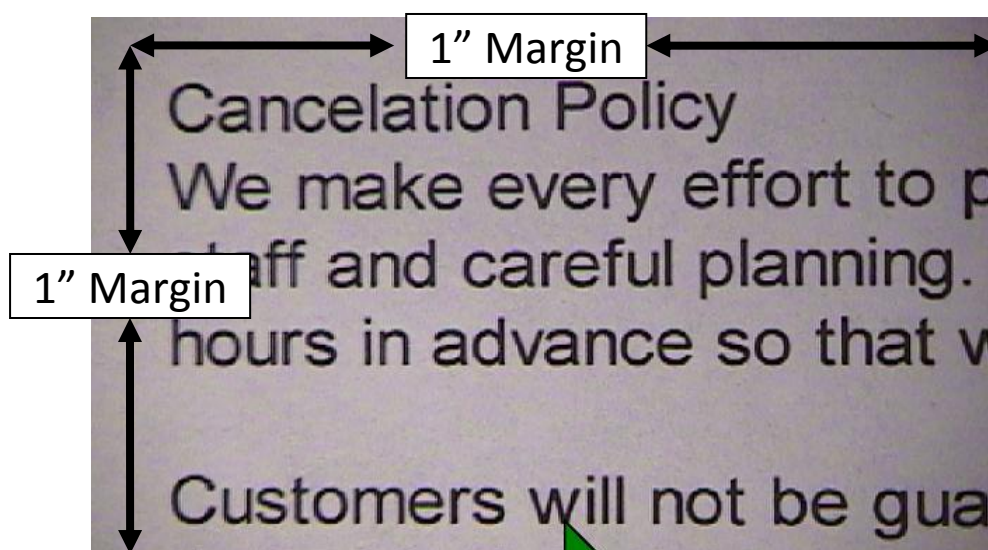
## SAVE PAGE

- Every time the reader is invoked, a copy of the scanned page is saved in My-Pictures\Flick, with a filename beginning with “Page Scan” followed by the date/time created. This directory can grow quite large so must be maintained on a regular basis to minimize unnecessary files.
- **CAUTION:** If OCR does not find any text to read, you will hear “Nothing to Read!” and no picture will be saved in “my-pictures\Flick”.

## OPTIMAL READING HINTS

Before starting reader:

- Ensure the document is straight and text is aligned
- Position of text on screen should be:



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### Read Page

<b>Mouse</b>	Double left-click at starting read point
<b>Touchscreen</b>	Double finger tap at starting read point.
<b>Keyboard</b>	Press “R” to read from top of page.

## FLICK SPECIFICATIONS

### **PHYSICAL**

Size:	11" x 10.5" x 12 High (Assembled) (280mm x 265mm x 350mm (Assembled))
Weight:	3.6 lbs (1.65 KG)
Power:	7.2v Li-ion Battery – Approx. 8 hours operation
Charger:	9v 2 AMP Output 2.5mm Jack Centre Positive 110-240v Input 50.60Hz. Charge time Approx. 8 hours.

### **FUNCTIONAL**

Horizontal View	=	120°
Vertical View	=	160°
Magnification	=	1x – 80x (depends on display)
Lens Open/Close Time	=	2 Seconds Approx.
Lens Control	=	Automatic

### **TECHNICAL**

System Requirements:	Win XP, Vista, Win7
Input Control:	Mouse, Keyboard or Touch Screen

### **WARRANTY**

The Flick Camera is covered by a 2-year parts and labour warranty on manufacturer's defects. The warranty does not cover cables or damage due to mishandling.

Contact [support@sightenhancement.com](mailto:support@sightenhancement.com) for more details.

[www.Flickcamera.com](http://www.Flickcamera.com)